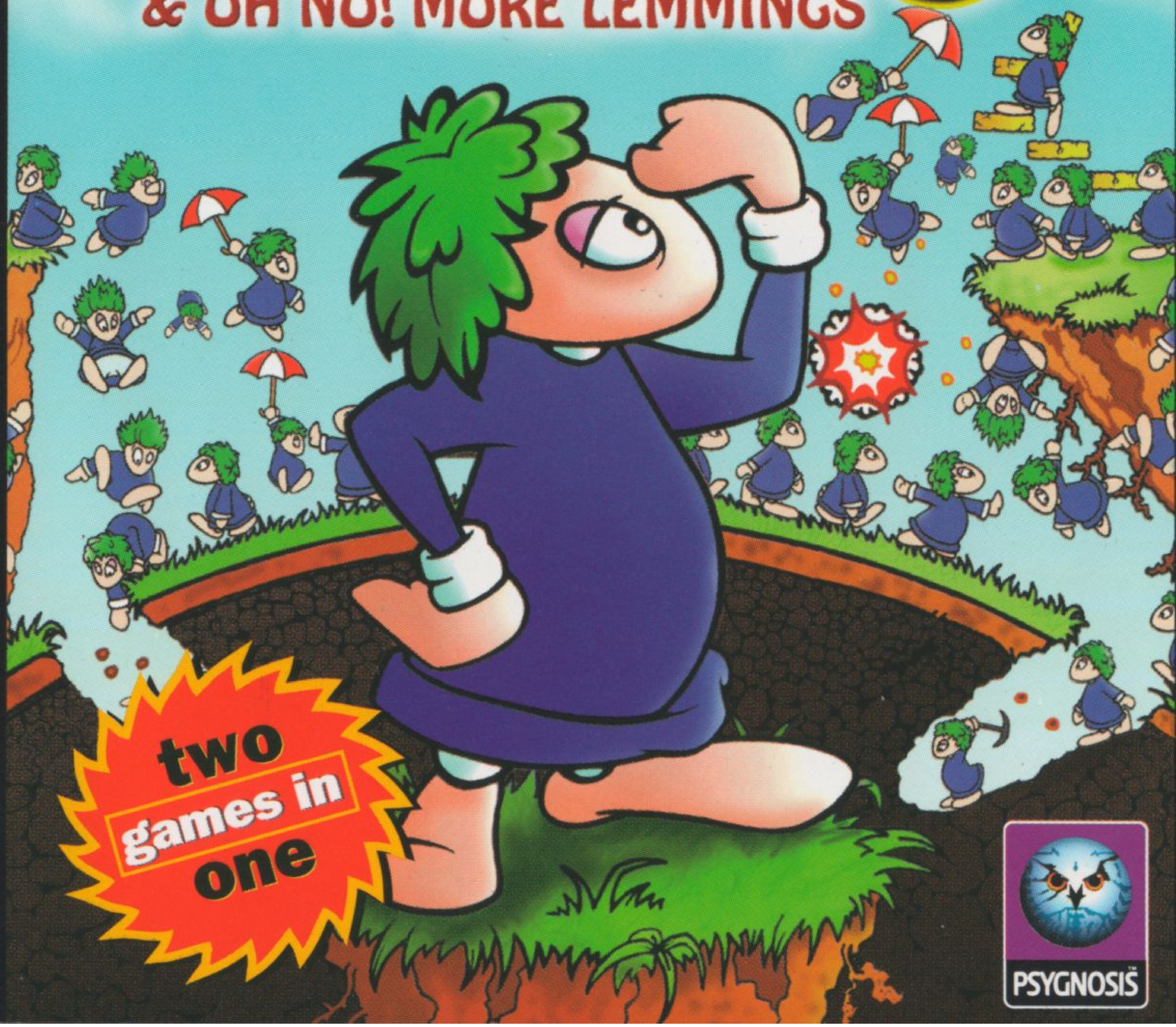
PlayStation®

NTSC U/C

PlayStation®

Lemmings™

& OH NO! MORE LEMMINGS



two games in one

EVERYONE

CONTENT RATED BY ESRB

SLUS-00760
94047

PSYGNOSIS™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Setting Up

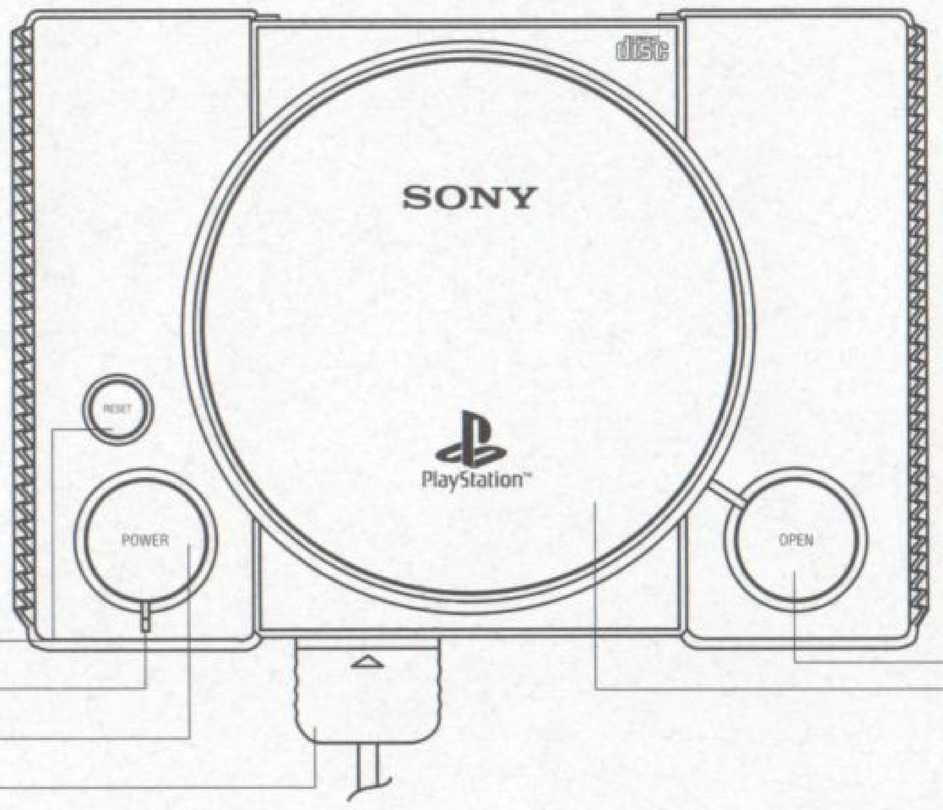
To play Lemmings™ and OH NO! More Lemmings™ on your PlayStation® game console:

1) Set up your PlayStation® game Console in accordance with the instruction manual supplied with the system.
2) Follow your system directions to open the Disc cover and place the Disc onto the bed of the drive, ensuring the printed side faces upwards.
3) Close the Disc cover. If the unit is switched off, press the Power button to begin play. If the unit is already on, press the Reset button.
4) Now follow on-screen instructions to start the game.

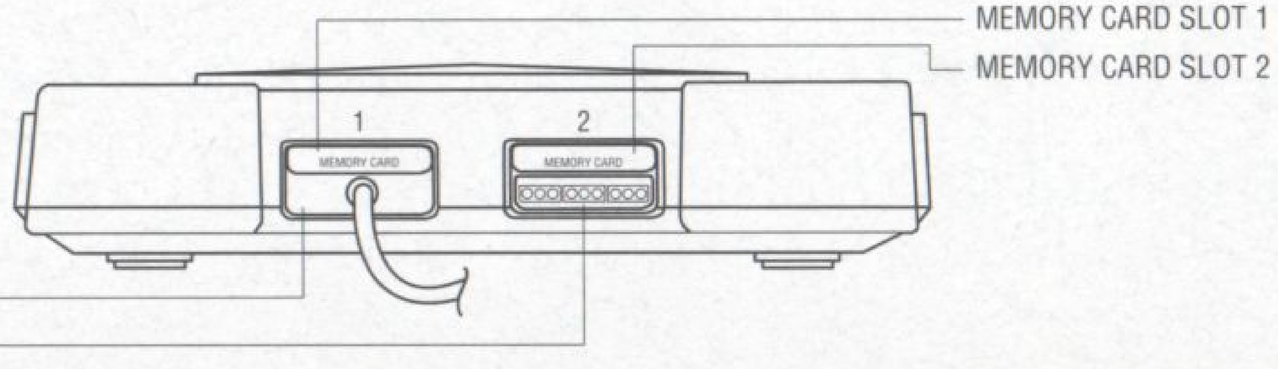
WARNING! It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on. Make sure you have enough free blocks on your Memory card before commencing play.

Console

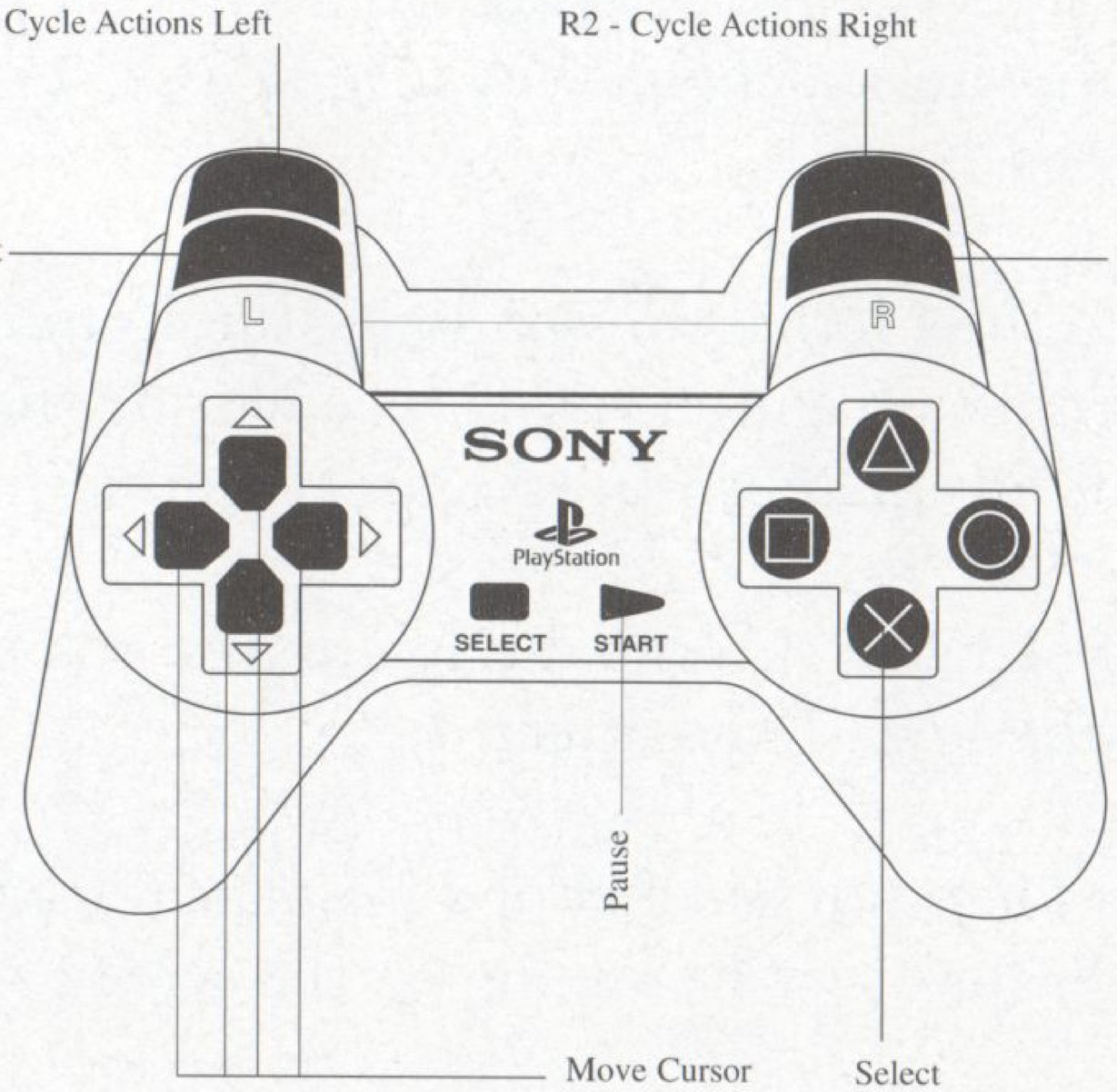
Top View

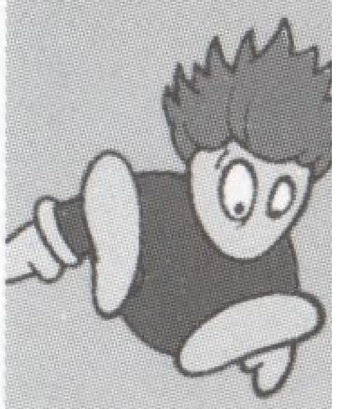


Front View



In-Game Controls





Make sure you have enough free blocks on your Memory card before commencing play.

The Lemming Exodus

Lemmings are tiny, green-haired rodents of very little brain. Moreover, they're so simple, they rely on YOU to make all their decisions.

Oblivious to their lethal surroundings, the Lemmings are migrating en masse and regularly meandering their way into danger. But, fortunately, you can safeguard their exodus.

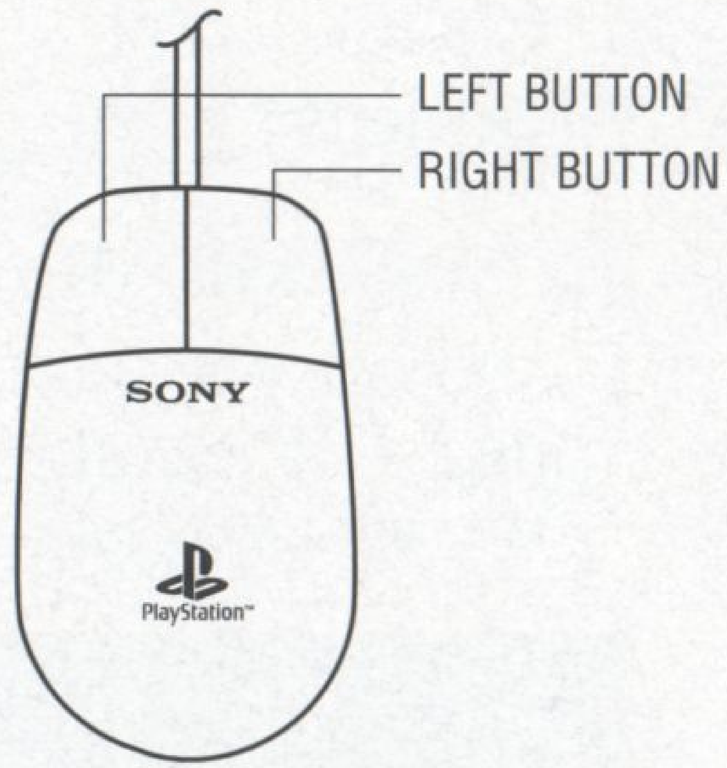
By assigning special skills to the lemmings, you can ensure they reach the level Exits intact.

However, a forgotten Blocker or a misplaced bridge could spell disaster for every Lemming on the screen.

Remember – the species won't survive without you!

The Control System

⊗ button	Select/Assign a skill (see The Icon Panel)
L1 button	Scroll screen left
R1 button	Scroll screen right
L2 button	Cycle skills left
R2 button	Cycle skills right
DIRECTIONAL buttons	move cursor
START button	Pause game



Left Mouse button	Select/Assign a skill (see The Icon Panel)
Right Mouse button	Pause game

Move Mouse to move cursor

Note: When using the Dual Shock™ Analog Controller, use the left stick to move the cursor around the screen. To select analog mode, press the analog mode switch to set the LED indicator to RED.

LANGUAGE SELECT MENU

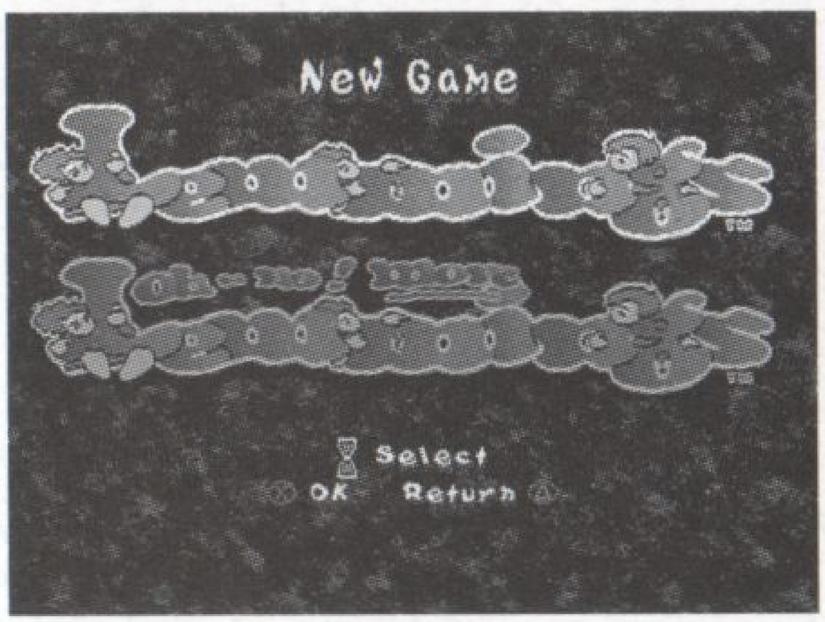
Use the Left and Right Directional buttons to select your language. Press the ⊗ button to confirm.

MAIN MENU

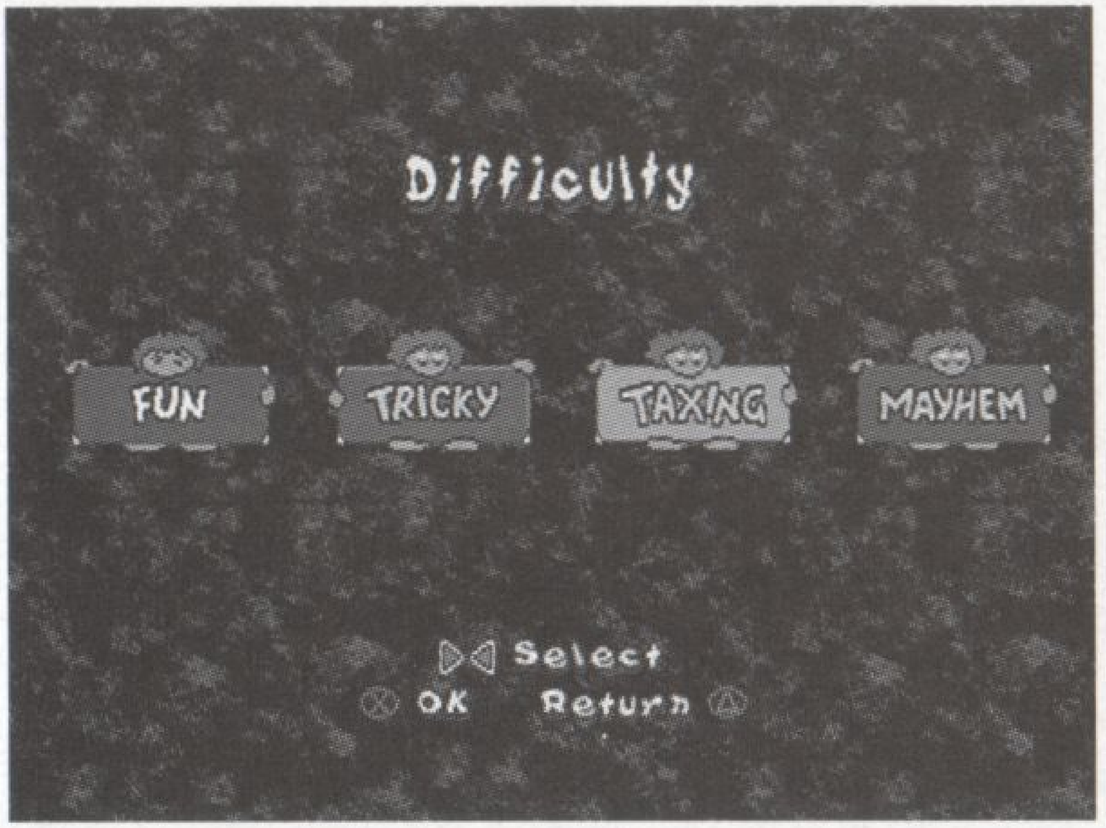
New Game:	see New Game Menu
Continue Game:	see Continue Game Menu
Choose Level:	see Select Level Menu
Options:	see Options Menu

NEW GAME MENU

You can play either of the two games featured on this disc – "Lemmings" or "OH NO! More Lemmings". We advise beginners to start with "Lemmings". Press the ⊗ button to confirm which rodent riot you wish to choose. Choose "Lemmings" and the Difficulty Menu will be displayed. Use the Left and Right Direct-ional buttons to choose from Fun (Easy),



Tricky (Medium), Taxing (Hard) and Mayhem (Extra Hard). Then press the ⊗ button to continue. The Objective Screen will be displayed (see The Objective Screen).



Choose "OH NO! More Lemmings" and an advanced Difficulty Menu will be displayed. Use the Left and Right Directional buttons to choose from Tame (Easy), Crazy (Medium), Wild (Hard), Wicked (Extra Hard) and Havoc (For Pros Only!). The Objective Screen will then be displayed (see The Objective Screen).

CONTINUE GAME MENU

Start again at the beginning of the last level you reached.

SELECT LEVEL MENU

Use the Up and Down Directional buttons to scroll through the list of level titles and press the ⊗ button to confirm the one you wish to play or re-play.

Note: You can only play the levels with the tooth icon placed next to the level's title.

OPTIONS MENU:

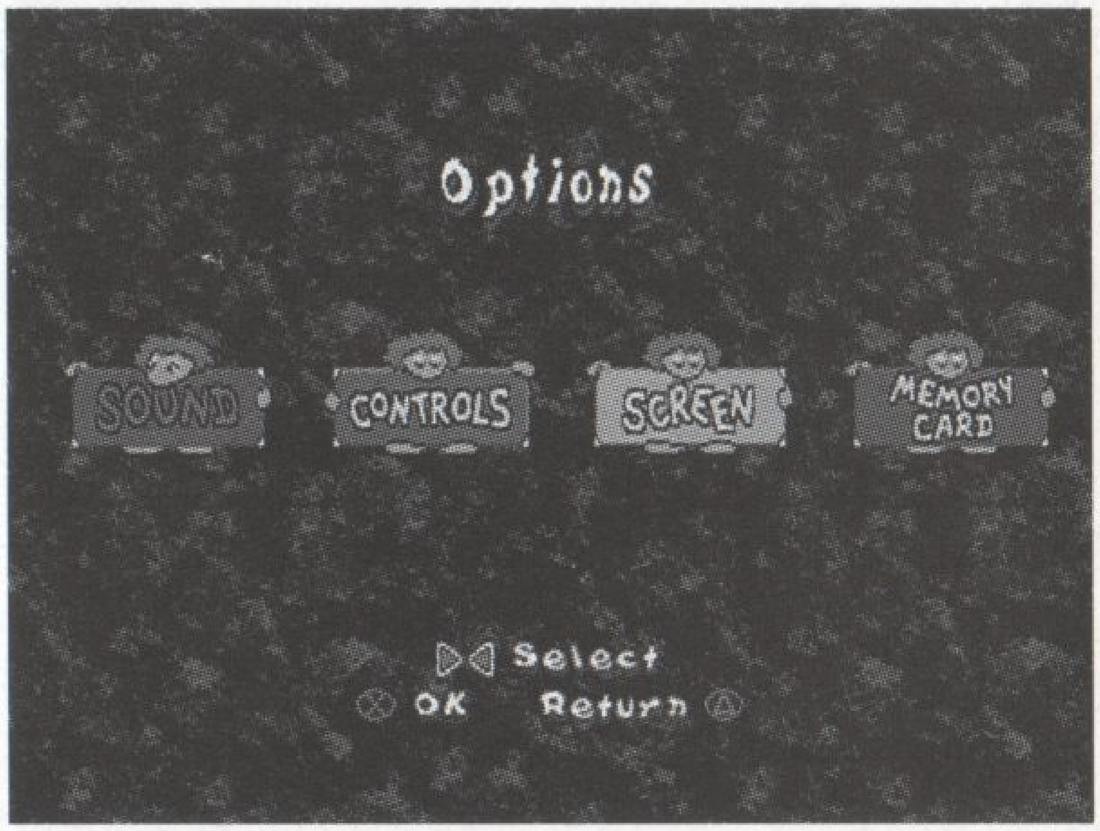
SOUND

Music

Use the Left and Right Directional buttons to decrease or increase the music volume.

FX

Use the Left and Right Directional buttons to decrease or increase the volume of the sound effects.

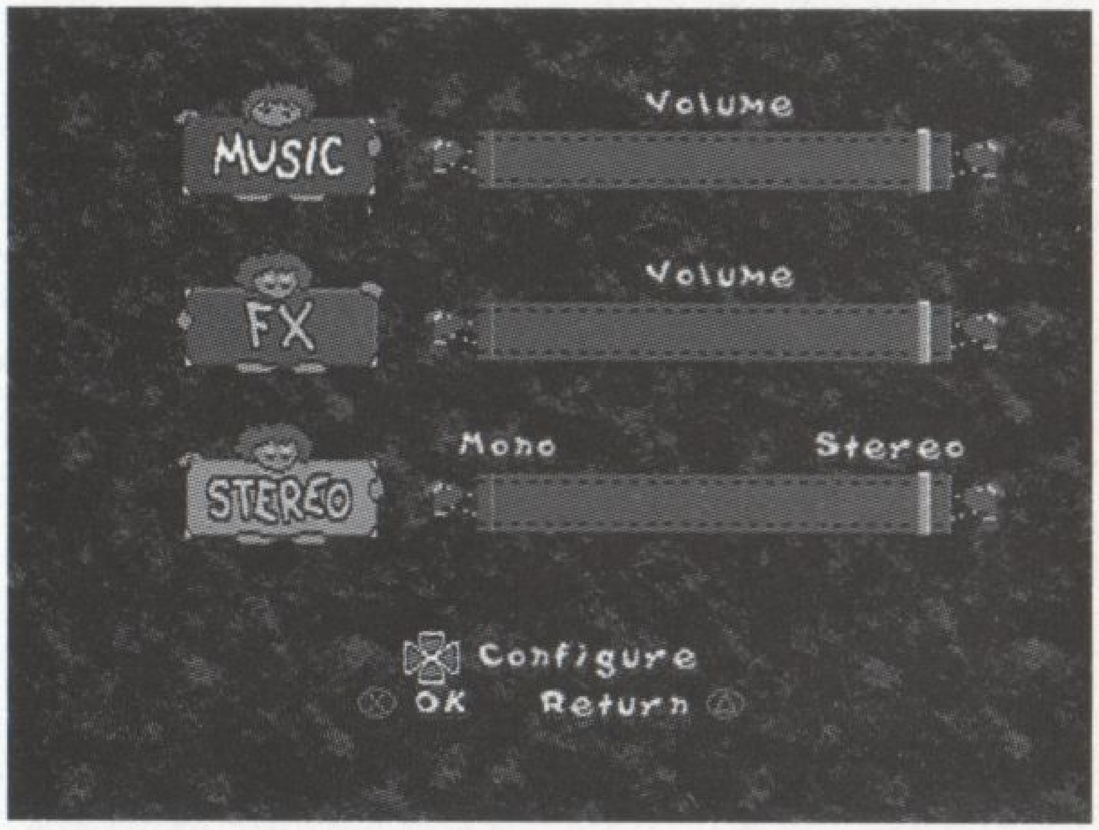


Mono/Stereo

Use the Left and Right Directional buttons to choose between Mono or Stereo sound.

CONTROLS

Use the Left and Right Directional buttons to cycle through the four Controller configurations.



Note: When using the Dual Shock™ Analog Controller, use the Up and Down directional buttons to move the slider bar. This will adjust the sensitivity of the in-game cursor. When using the Mouse, adjust the sensitivity of the in-game cursor by positioning the Mouse anywhere on the slider bar and click to confirm.

SCREEN

Use the Directional buttons to center the screen to your satisfaction and then press the ⊗ button.

MEMORY CARD MENU

Note: if you have more than one Memory card inserted, you must use the Left and Right Directional buttons to select either Memory card slot 1 or Memory card slot 2.

Saving

Use the Directional buttons to select a Memory card block, and press the ⊗ button to confirm. Select the SAVE option and press the ⊗ button. The File Name Grid will be displayed. Use the Directional buttons to enter your name and press the ⊗ button. Highlight END to complete your File Name entry. Follow on-screen instructions to complete the save. Finally, press the ⊗ button to return to the Main Menu.

Loading

Highlight a Memory card block containing a Lemming icon and press the ⊗ button. Then highlight LOAD and press the ⊗ button.

Once loaded, you will be returned to the Main Menu. Now highlight CONTINUE GAME and press the ⊗ button. And, hey presto! – a bit of Lemming-Memory magic and you can pick up again where you last left off!

Deleting

Should you wish to delete a Lemmings saved game (shame on you!), then highlight DELETE and follow the on-screen instructions. Finally, press the △ button to return to the Memory card screen.

THE OBJECTIVE SCREEN

Every time you begin a new adventure, the Objective Screen will be displayed and the information therein is vital for you to make progress.

Level Number:
Where the level ranks in the category.

Level Title:
The name of the level sometimes hides a hint.

Mini-Map:
Memorize the map so you can get an idea of the next level to be faced.

Number of Lemmings:
The number of Lemmings that will come tumbling through the Trap Door.

Number to be Saved:
The number of Lemmings you will be expected to guide to safety. Get them to the level Exit in one piece to gain admission to the next, more challenging adventure.

Release Rate:
A release rate of 1 will have those green-haired chums falling through the Trap Door at a leisurely rate of one every few seconds, while a release rate of 99 ensures a veritable flood of Lemmings.

Rating:
The difficulty category of the level. At this point there's nothing else to do but press the ⊗ button to continue into the next level.

IN-GAME PAUSE

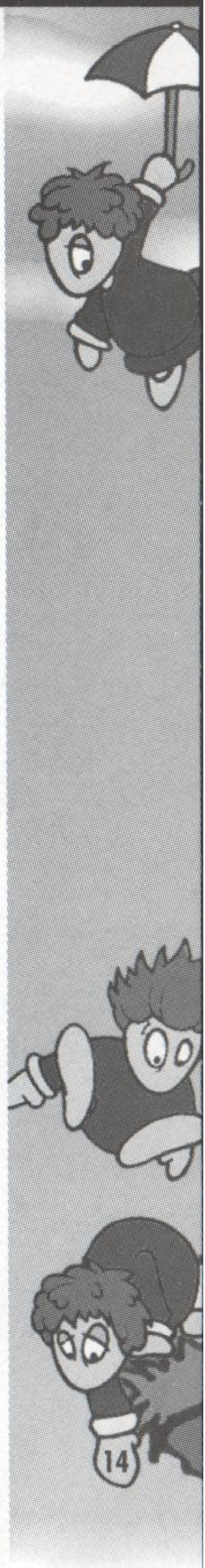
Press the START button to pause the action. Then press the SELECT button to display the following message:

CONTINUE
RESTART LEVEL
QUIT

Use the Up and Down Directional buttons to select, then press the ⊗ button to confirm. Choose CONTINUE to resume the game from the point at which it was paused. Choose RESTART LEVEL to begin the current level again. Choose QUIT to return to the Main Menu.

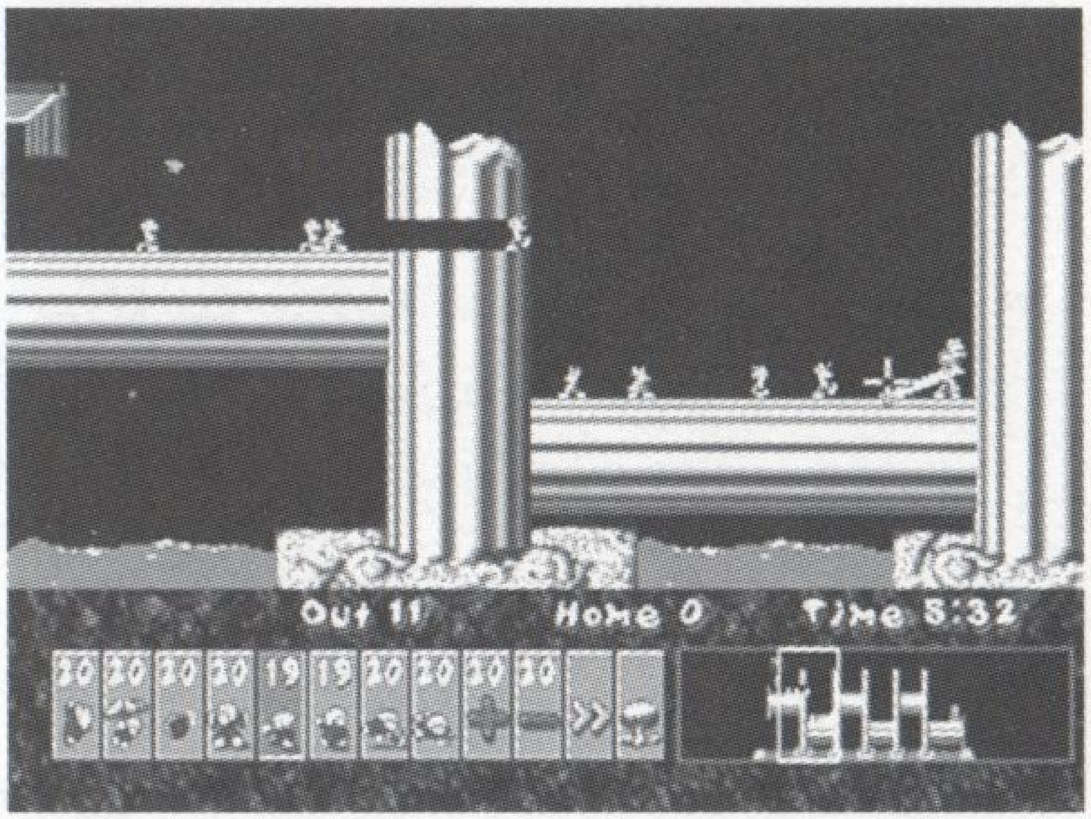
LEVEL COMPLETION SCREEN

At the end of every level, the game will tally up your performance, calculating all the Lemmings that you were entrusted with – whether they are alive, in Lemming heaven, squished flat or whatever. A message will then be displayed outlining whether your performance as Lemmings savior was up to standard. Also, you will have the option to Save your progress, return to the Main Menu, or either continue to the next level or replay the last level depending on your performance. Use the Left and Right directional buttons to choose between the options and press the ⊗ button to confirm your choice.

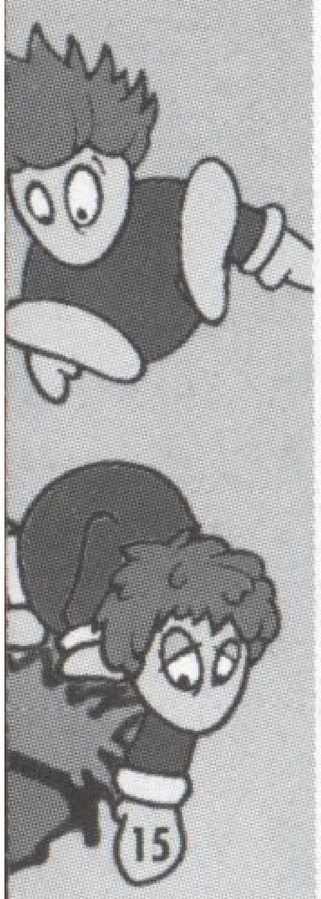


THE GAME SCREEN

The next level will be displayed. You should notice a Trap Door, through which a steady shower of Lemmings will tumble. No sooner does the Trap Door swing open, than you need to locate the EXIT and guide the misdirected rodents safely there. Level Exits come in a few different designs, but usually resemble an archway through which the Lemmings will gleefully disappear while shouting "Yippee".



A given level may have multiple Trap Doors and Exits and in between these two reference points, Lemmings can pass (or be stopped by) a number of different objects. Most of these objects are terrain, for example rock, brick and pastel tile; but others have special properties. Terrain with arrows pointing in one direction can only be dug through (bashing or mining) in that direction. Most steel cannot be dug through at all. In addition some levels have

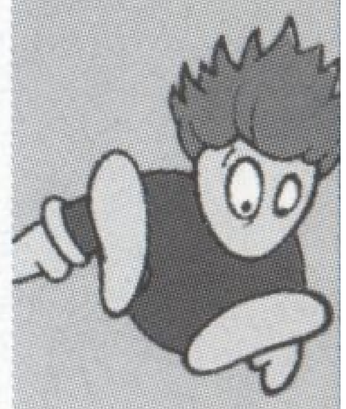


cunningly placed traps – ignore them at your own risk.

Each level is wider than the actual screen size. Press the L1 button to scroll left or press the R1 button to scroll right to view the whole level.

The Status Bar provides information on the status of the current level. The number next to OUT refers to how many Lemmings are currently scurrying about on the level. The number next to HOME refers to how many green-haired fur-balls have already scampered through the Exit. The number next to TIME counts downwards and tells you how much time you have left to complete the level. When time runs out, the level is evaluated on the percentage of Lemmings saved – this means you can run out of time, but still progress on to the next level.

The Micro Map in the lower right-hand corner of the screen is a miniaturized map of the entire level – handy for spotting rambling rodents about to meet their maker. Position the on-screen cursor on the Micro Map and press the ⊗ button or the Left Mouse button to gain quick access to distant parts of the map.



THE ICON PANEL

Lemmings will keep on walking and walking and walking. That's what Lemmings do. Nine times out of ten though, that simple exercise will get the little monsters into trouble.

A gaping chasm, a roaring furnace, a swirling river – you don't have to be a genius to work out the result.

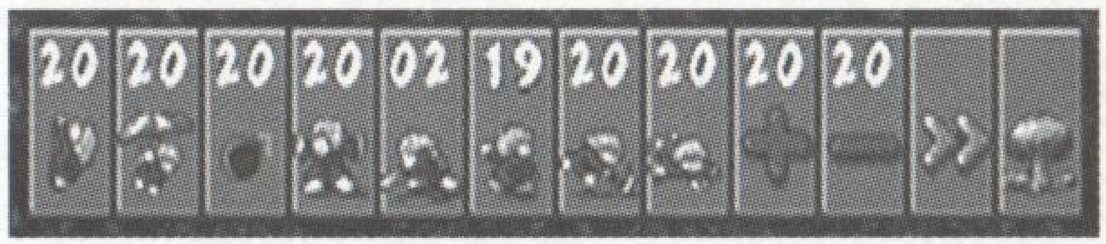
But don't despair, you need not watch them amble to their untimely ends.

No, you can promote some of them to the upper echelons of Lemming-dom by giving them various skills and abilities to help themselves (and their mates!) make it safely to the Exit.

An ability is distributed by selecting an icon from the Icon Panel and then assigning it to the Lemming of your choice. Assign abilities by positioning the on-screen crosshair over said Lemming. When the crosshair turns into a square-shaped target, press the ⊗ button and selected Lemming will inherit selected ability. Sounds tricky, but this process is easy to learn and

is your control method. The Icon Panel is your interface into the universe of the Lemmings. The contents of the Icon Panel are outlined below:

Climber:
A Climber will scale vertical surfaces, climb walls and



will remain a Climber until the end of the level. Once a Lemming dons his super-sticky shoes and gloves they get stuck to his little paws, you see!

Floater:
The Penguin, Mary Poppins, John Steed, a Floater Lemming – all famous for their use of umbrellas, but none more so for life-saving reasons than the latter. After walking off the edge of a lofty precipice, a Floater Lemming uses his brolly to assure a soft landing –

literally floating to the ground. Handier than a spoonful of sugar!
Note: A Lemming who has been made both a Climber and a Floater, becomes an Athlete.

Bomber:
These willing kamikaze critters will explode after a five second countdown. This is one way to remove a Blocker, and thus free several more Lemmings. Although a Bomber may perish in the quest for Lemming salvation, he sacrifices his life in order to save many.

Blocker:
Blockers block the progress of fellow Lemmings, which comes in handy when preventing them from plummeting down a sheer cliff-face. Blockers patiently stand stock still, arms outstretched until the timer runs out – what stamina they must have!
Note: Free a Blocker by digging beneath him.

Builder:
A Builder Lemming constructs an angled bridge, in the direction he is heading. Each Builder has twelve tiles and only builds upwards, but will immediately stop building should he meet an obstacle, hit his head or run

out of tiles. When finished, the Builder will hesitate for a moment, shrug his furry shoulders, then return to being a Walker again.
Note: When a Builder is about to run out of bridge tiles, you will hear a clinking noise. (The clicking noise plays three times before the Builder has finished)

Basher:
This Lemming digs horizontally, creating a tunnel. He will only dig when a suitable surface is directly ahead of him. As soon as he breaks through to the other side, he will stop digging and become a Walker again. However, should he run into something he can't tunnel through, he will stop digging, give up and turn around.

Miner:
Miners, complete with meaty pickaxes, dig diagonally downwards until they run out of diggable material. Normally, they will then tumble from their tunnel, hopefully a short distance onto solid ground below. Lemmings can not mine through steel.

Digger:

Diggers burrow vertically downwards, and like a Miner, will fall through the hole he has created if he breaks through the other side. Lemmings can not dig through steel.

Increase Flow:

Speed up the flow of Lemmings through the Trap Door.

Decrease Flow:

Slow down the flow of Lemmings through the Trap Door.
Note: You can not slow the Lemming flow down beyond the original rate (shown by the number above this icon).

Fast Forward:

Position the on-screen cursor on the Fast Forward icon. Press and hold down the ⊗ button to speed the action up. You may need this at the end of a level to encourage those rodents to reach the Exit quicker.

Armageddon:

Detonates all the Lemmings into confetti showers. Only to be used when there is no hope of completing a level.

IMPORTANT: Each skill on the Icon Panel has a limited supply, as demonstrated by the number above each icon. A blank space above the icon means you have none of these skills in supply. So, manage your skill resources well – the Lemmings are depending on it.

Lemmings Hints and Tips

At the beginning of each level, press the START button to pause the game and then scan the entire level, using the Directional buttons, to plan your strategy before you begin game play.

If your solution appears too complex, look for a simpler one (except in the higher levels, where the solution is more difficult than it seems).

Most of the time, you only need to focus your attention on one Lemming at a time. Of course, that is not to discourage the use of multi-tasking.

Turn Lemmings back the way they sauntered by creating a Miner to burrow down diagonally for a while. Then assign Blocker status to that same Lemming and the unfinished tunnel will act as a Lemming conveyor belt.

When Lemmings with different skills interact, strange and wonderful things can happen. Experiment!

With the exception of the Blocker, a Lemming performing a skill can be made to perform another.

Lemmings can squeeze through the most minuscule of gaps. They are incredible contortionists, but could that be their downfall?

One way to prevent Lemming wandering, aside from the obvious two-Blocker method, is to dig a hole deep enough to trap them. Then make the Digger build upwards so he doesn't dig himself (and the rest of 'em) off the screen and into the electronic miasma that lies beyond.

Oh, and make sure you have plenty of refreshments on hand… extended play can make you very hungry and thirsty.

Notes:

HINTS
1-900-976-HINT

($.95 per min) Live Operator Assistance ($1.15 per min) $4.95 for mail-out tips. Live support is available 9am-5pm M-F PST. Automated support is available 24 hours a day-7 days a week. Must be 18 years or older, or have a parent's permission to call. Prices subject to change without notice. This hint line supports games produced by Psygnosis Limited. No hints will be given on our Technical Support or Order lines. This service requires a touch-tone phone.

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Phone: (650) 287-6583 Fax: (650) 287-6602

Technical support representatives are available at the numbers listed above M-F, 9am-5pm, PST. You may also send your questions or technical problems via e-mail to: psygtech@psygnosis.com or by writing:

Psygnosis Technical Support
989 East Hillsdale Blvd.
Foster City, CA 94404

For questions regarding PlayStation game console and its peripherals, please call:

1 (800) 345-SONY (1-800-345-7669)

Representatives are available M-F, 8AM-6PM, PST

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